

WALL OF BONES II



ATK 0 CREATURE WALL DEF 1

Cannot attack.

Gets +2 DEF for each Creature in your DP.

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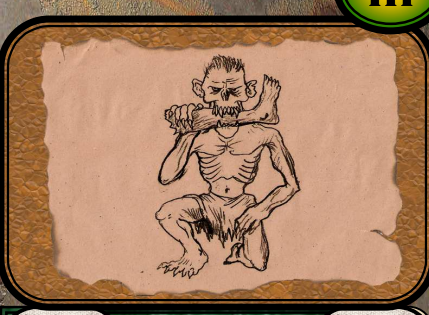
CARRION FEEDER III



ATK 0 CREATURE UNDEAD DEF 2

Remove a Creature card from your DP:
This gets +2 ATK until end of turn.

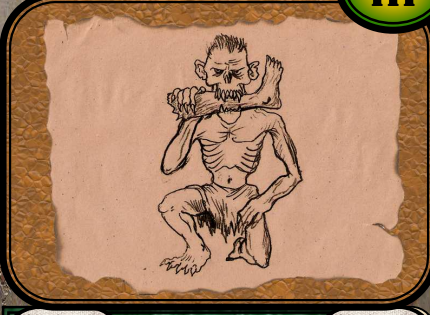
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GHOST OF THE DEAD III



ATK 3 CREATURE SPIRIT DEF 3

If Ghost of the Dead is destroyed, shuffle it into your SB.

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ATK 1 CREATURE SPIRIT DEF 3

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